

ABSTRACT**VIRTUAL MACHINE MEMORY MANAGEMENT**

5 This invention relates to memory management in a
virtual machine or operating system and in particular to
object creation and garbage collection. There is
described a method and system of managing memory in a
multi-threaded processing environment such as a java
10 virtual machine comprising: creating an object in a
thread heap; associating a status with the object and
setting the status as local; using write barriers to
change the status to global if the object is assigned to
a static variable or if the object is assigned to a field
in any other object; and performing garbage collection by
deleting from the thread heap, when memory space in the
thread heap is required, one or more local objects which
can not be traced to the thread stack.

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